

Sonic

the comic



SONIC
THE HEDGEHOG™

**TAILS
BEAMS
BACK!**
ZONERUNNER
CHILLS OUT!



**NEPTUNE &
SATURN
REVEALED!
SHINOBI!
CAPTAIN
PLUNDER!**



CONTROL Zone



Your online guide to the sensational world of Sega and
Sonic The Comic. Hosted by Megadroid.

Welcome Screen

Hey, Boomers!

Welcome as we launch into another edition of your fave read. Yes, the most happening comic this side of the galaxy lifts off with Sonic unravelling the Mystery of the Sandopolis Zone. Shinobi encounters more choppy action in Power of the Elements. Captain Plunder & His Sky Pirates feel the long wooden arm of the law and the quest for Tails continues in Zonerunner & The Big Freeze.

Talking of Tails ... see him turn teacher in the News Zone, back for this issue. There's also the latest update on the sensational Saturn and Neptune systems. Far out, huh?

STC goes for gold in just two issues as our Easter issue coincides with STC's big five-0! To help celebrate in suitable style, back by popular demand, are those terrific tattoos. Only these tattoos will be gold (and silver). STC ... almost 50 and still looking good!

Megadroid

VIRGIN COMPO WINNERS!

Here's the results of STC 41's randober Virgin Compo where eagle-eyed Boomers had to work out a Spot the Difference and identify a fishy Badnik (who, was of course, Chopper). Congratulations to the following Boomers:-

1ST PRIZE WINNERS will receive a Sega Mega Drive and two Virgin games each:-

- T. Grundy, Stanthorpe, Scotland.
- D. Jones, Brockworth, Glos.
- J. Pritchard, Newport, Gwent



24 RUNNERS UP will each receive a selected Virgin

- | | |
|--|-------------------------------------|
| B. Agidant, Yver, Switzerland. | R. Ali, Croydon, Surrey. |
| C. Billing, Maccles, Kent. | K. Ashton, Swinton, Manchester. |
| A. Bloomfield, Haselton, Wexford. | M. Baccaria, Bonavent, Bonavent. |
| L. Castle, Emsworth, Hants. | J. Biver, Kilmarnock, Scotland. |
| C. Clifton, Feignon, Devon. | M. Blackston, Sutton Park, Hull. |
| J. Crossland, Gosport, Hants. | B. Stephenson, Whitehaven, Cumbria. |
| D. Ogory, Epsom, Meids. | J. Talbot, Salford, Wilt. |
| A. Hughes, Maidstone, Kent. | B. Tackar, Reading, Berks. |
| S. Holmes, Teddington, Beds. | A. Wales, Grantham, Leics. |
| K. Ickhney, Truro, Cornwall. | M. Webber, Bridgwater, Somerset. |
| R. Linton, Newport, Gwent. | |
| J. Masucci, Folkestone, Kent. | |
| M. McSullivan, Fort William, Scotland. | |
| R. Parsons, Chorley, Bolton. | |

The Sega Charts

All the chart action for all the Sega systems
in every issue of STC.



MEGA DRIVE

- 1 — FIFA SOCCER '95
- 2 — MICRO MACHINES 2
- 3 — THE LION KING
- 4 — PGA TOUR GOLF 3
- 5 — CANNON FODDER
- 6 — JIMMY WHITE'S SHIRAZ WIND SHOOTER
- 7 — TERMINATOR 2
- 8 — ETERNAL CHAMPIONS
- 9 — B.O.B.
- 10 — MUTANT LEAGUE FOOTBALL

MEGA-CD

- 1 — FIFA INTERNATIONAL SOCCER
- 2 — WWF RAGE IN THE CAGE
- 3 — MORTAL KOMBAT
- 4 — MICKEY MANIA
- 5 — HOUR STORM
- 6 — ECCO THE DOLPHIN
- 7 — REBEL ASSAULT
- 8 — THUNDERHAWK
- 9 — SHERLOCK HOLMES
- 10 — FINAL FIGHT

MASTER SYSTEM

- 1 — ROBOCOP V TERMINATOR
- 2 — SONIC CHAOS
- 3 — SONIC THE HEDGEHOG 2
- 4 — DESERT SPEED TRAP
- 5 — DONALD DUCK
- 6 — JUNGLE BOOK
- 7 — DESERT STRIKE
- 8 — THE LION KING
- 9 — SONIC THE HEDGEHOG
- 10 — COOL SPOT

GAME GEAR

- 1 — SONIC THE HEDGEHOG 2
- 2 — SUPER OFF ROAD
- 3 — THE LION KING
- 4 — SONIC CHAOS
- 5 — TAZ-MANIA
- 6 — WORLD CLASS LEADERBOARD
- 7 — COOL SPOT
- 8 — MORTAL KOMBAT 2
- 9 — JUNGLE BOOK
- 10 — SONIC THE HEDGEHOG

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ON THE FLOATING ISLAND THE
REPAIRS TO DOCTOR ROBOTNIK'S
DEADLY DEATH EGG SATELLITE
ARE ALMOST COMPLETE.

SONIC AND KNUCKLES
WERE ON THEIR WAY TO
PUT A STOP TO THE MAD
MAN'S EVIL SCHEME
WHEN THEIR PROGRESS
WAS INTERRUPTED...

I'VE DONE
IT! I'VE FOUND THE
LOST PYRAMID OF
SANDOPOLIS!

KRRMMBZ

LOOKS LIKE
THERE'S SOMEBODY
HOME. DID YOUR MAP
MENTION ANYTHING ABOUT
THAT, CAPTAIN
PLUNDER?

OH,
THERE WAS SOME
MOMENT ABOUT A
GIANT STONE GUARDIAN...
I PAID IT NO
HEED!

SONIC

THE ADVENTURES

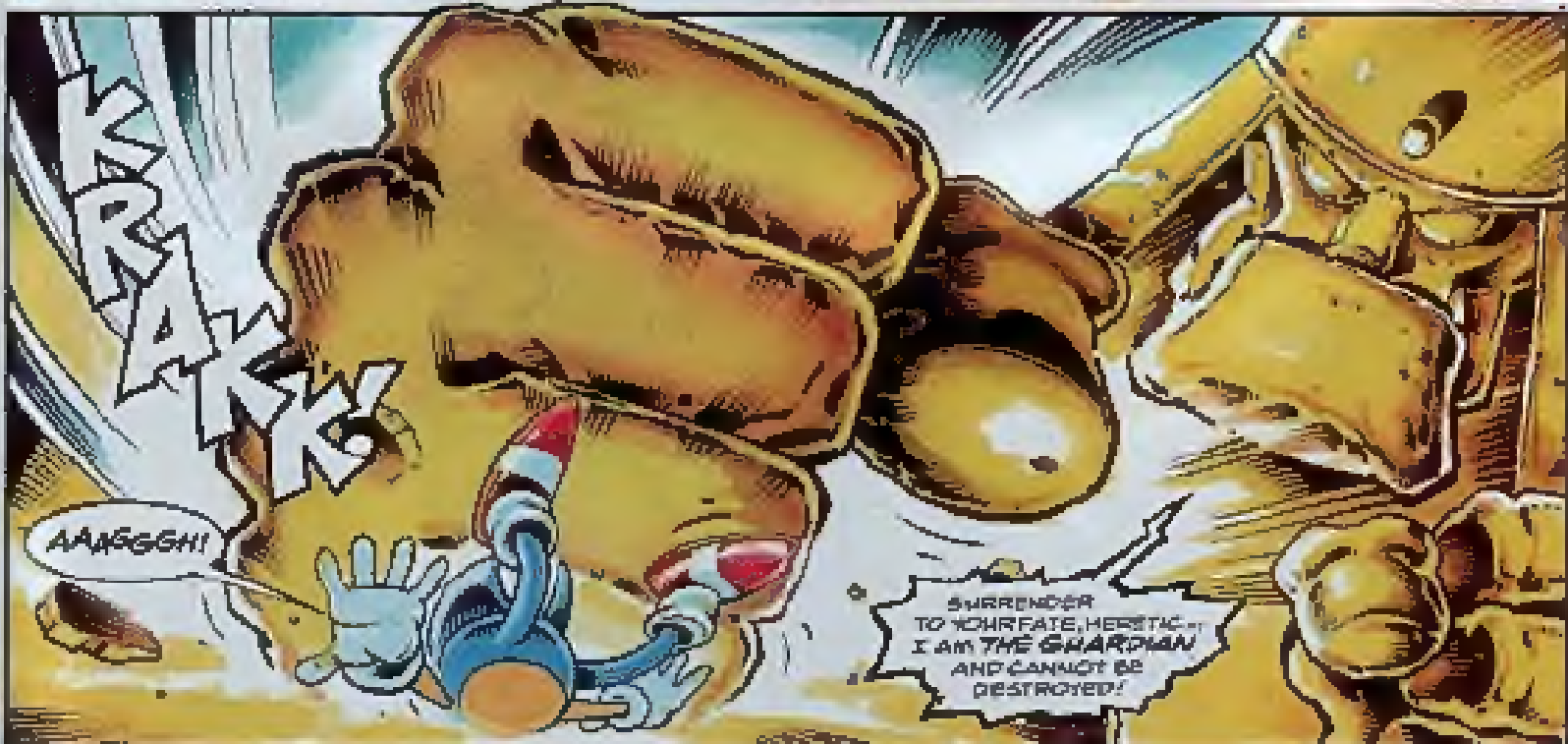
**Mystery of the
Sandopolis Zone** PART 3

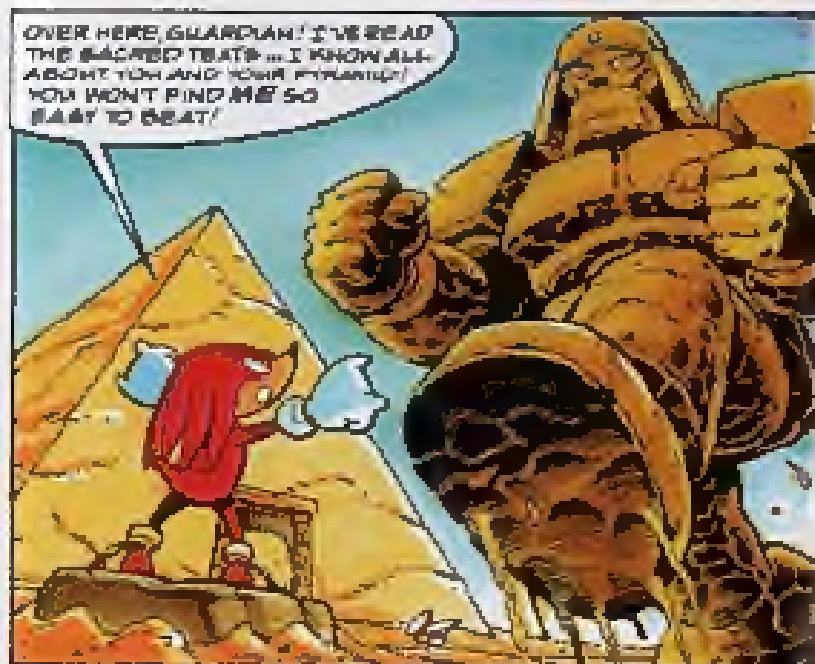
Written by: Richard Stone
Illustrated by: Mike de Vito

HERETICS...
YOU HAVE NO RIGHT
TO VIOLATE THE SACRED
PYRAMID. ALL WHO BREAK THIS
ANCIENT LAW ARE
CURSED...

— AND MUST
DIE!

ARE
ALL PIRATES
AS STUPID AS
I AM?







IT WORKED!
JUST LOOK AT THAT,
THE LOST TOMB OF
SANDOPOLIS!

NEVER YOU
MIND THAT, FILCH...
JUST BE LOOK AT THE
TREASURE!



GET TO
WORK, FILCH, YOU
BLACKER!

I CAN'T
CAPN... I'M
A GHOST.
REMEMBER? I
CAN'T TOUCH
ANYTHING!



PLUNDER,
THESE TREASURES
BELONG TO THE
FLOATING ISLAND...
THEY'RE PART OF ITS
HERITAGE!

I'M NOT
GOING TO LET
YOU STEAL
THEM!



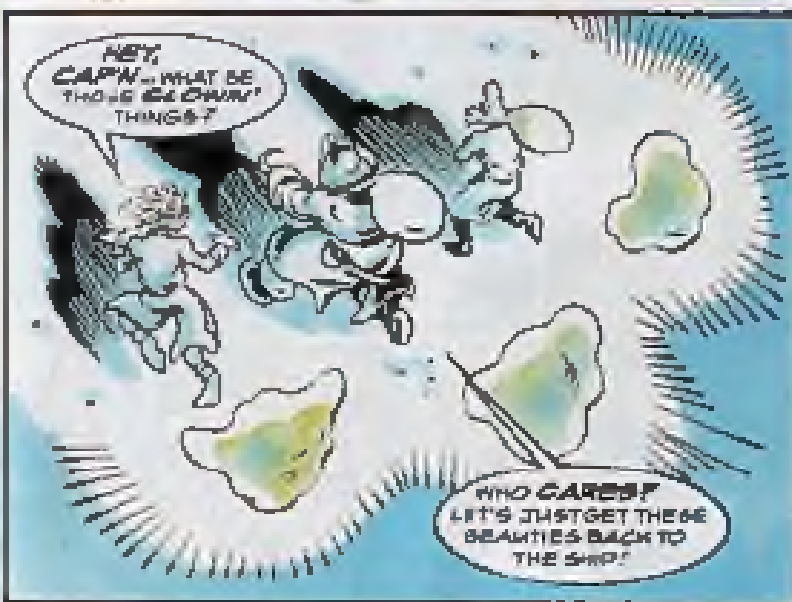
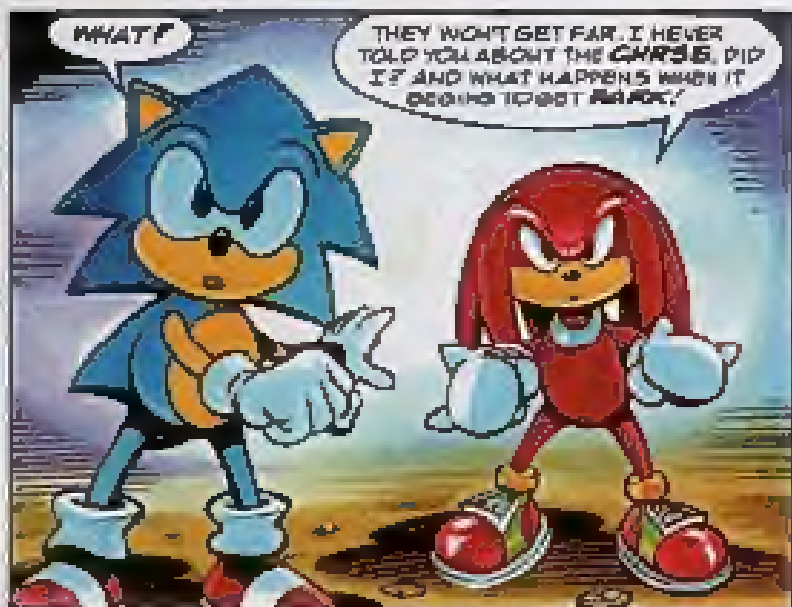
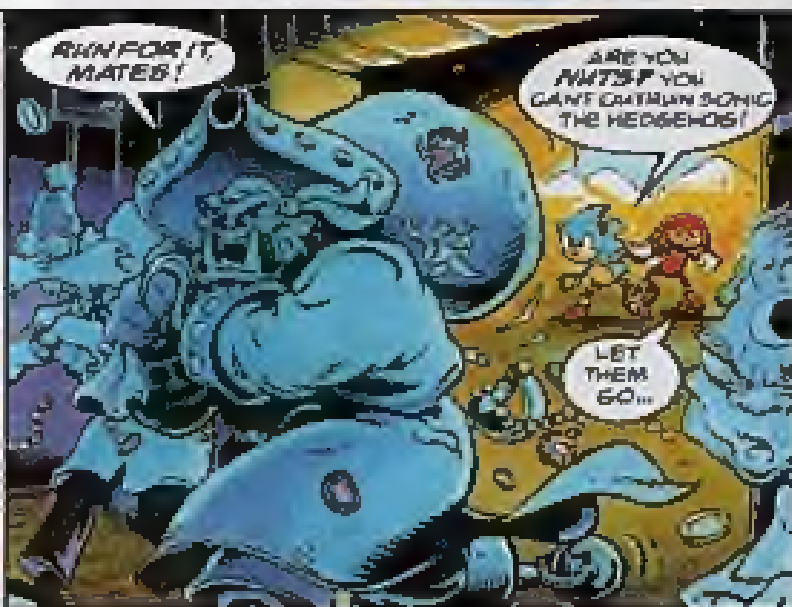
LOOK,
LITTLE MATEY,
I'M A PIRATE.
SEE? I'M SUPPOSED
TO STEAL
STUFF!

BELIEVE ME,
PLUNDER, YOU DON'T
WANT TO GET KNUCKLES
MAD...



HEY... WHAT'S
HAPPENING TO THE
LIGHTS?

THE LIGHTING
SYSTEM IS THOUSANDS
OF YEARS OLD SONIC. I
GUESS IT'S JUST NOT AS
RELIABLE AS IT
USED TO BE.





FLYCH, YOU
CONARD, YOU'RE
A GHOST, MAKE
FRIENDS WITH
THESE LADS...

UH CAPT'N...
I THINK THESE ARE
THE WRONG SORT
OF GHOSTS!



IN THAT
CASE, RAN
FOR IT! WE'RE
NEARLY
OUT!



KERRRRRMB!

WAAAAH!

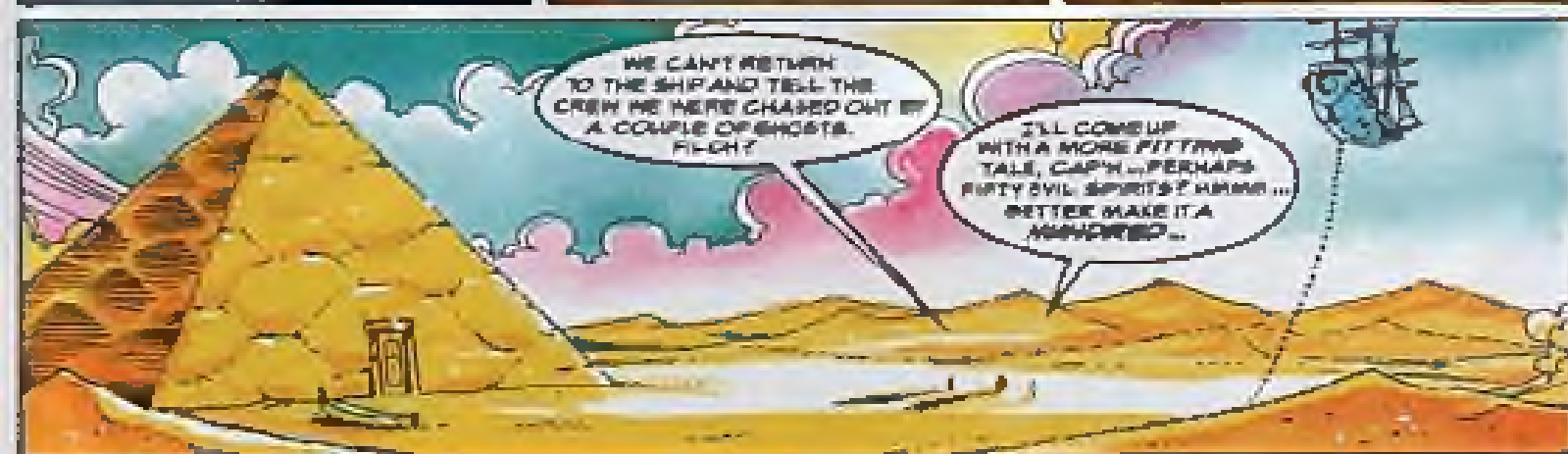
QUICKLY CAPT'N,
THE DOOR'S STARTIN'
TO CLOSE!



PROFESSOR...
WHERE'S YOUR BACK
OF TREASURE, YOU
CUR?

KDOON!

MY APOLOGIES,
CAPTAIN, I WAS ALSO
UNSUCCESSFUL!



WE CAN'T RETURN
TO THE SHIP AND TELL THE
CREW WE WERE CHASED OUT BY
A COUPLE OF GHOSTS.
FLYCH?

I'LL COME UP
WITH A MORE FITTING
TALE, CAPT'N... PERHAPS
FIFTY EVIL SPIRITS? HMM...
BETTER MAKE IT A
HUNDRED...

MEANWHILE BACK INSIDE THE PYRAMID...

SO WHAT IS THAT THING?

IT'S A SEAL, SONIC... IF IT'S SMASHED THE SAND WILL POWER UP FROM OUTSIDE.

WHICH IS JUST WHAT I WANT!

KRAK KRAK KRAK

SO LET ME SEE IF I'VE GOT THIS STRAIGHT... THIS SEAL WILL MAKE THE PYRAMID SINK BLACK UNDER THE DESERT, BUT PERMANENTLY, RIGHT?

THAT'S IT... KEEPING THE TREASURES SAFE FROM PEOPLE LIKE CAPTAIN PLUNDER!

BUT SINCE WE'RE TRAPPED IN HERE NOWT HE...

THE ANCIENT TEXTS TELL OF A SECRET EXIT... OF COURSE YOU CAN'T ALWAYS RELY ON THOSE ANCIENT TEXTS...

I WAS RIGHT! COME ON, SONIC... BEFORE THE SAND COVERS IT OVER!

MY OH RIGHT, HEY, WHAT DO YOU THINK HAPPENED TO CAPTAIN PLUNDER?

...AND THEN TWO HUNDRED EVIL SPIRITS EACH WITH SEVEN HEADS AND BLAZING EYES ATTACKED US FROM ALL SIDES...

REVIEW

Zone

Enter the zone that brings you reviews of all the new releases for the Sega game systems.

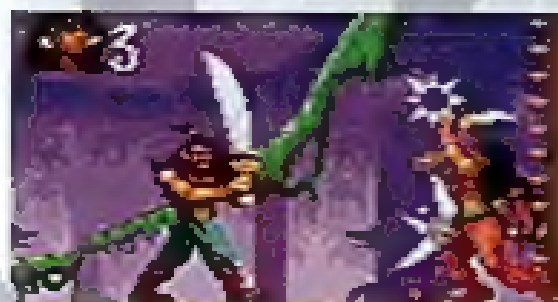
Reviewer:
David Gibbon

THE PIRATES OF DARK WATER



Mega Drive

game type: ADVENTURE
1 PLAYER



Shiver me timbers! If it isn't Hanna-Barbera, the folk responsible for creating - amongst others - Tom

& Jerry and *The Flintstones*. Their latest production, *The Pirates of Dark Water*, may well become another blockbuster thanks to its Saturday morning run in the U.K.

The game itself is set within the dark watery world of Mer, where evil patches of water are in operation. Only the Treasures of Aule are able to combat this force. A character called Ren, and crew members Ioz and Tula, sail the high seas to face a pirate called Lord Bligh and



The source of the Dark Water is unknown.



Only one thing is certain. It is slowly taking over the whole world.

RATING SYSTEM

under 40% = Yawnsville
40 - 70% = Normalville

70 - 94% = Fun City
90 - 99% = Big Time City
Over 99% = Mega City

his henchmen on a quest for the lost treasure. Only then can Mer be returned to its former glory and the Dark Water controlled.

At the beginning of *The Pirates of Dark Water* you select one of the three characters who each possess a weapon (a Dagger, an Ecomancer Energy and a Dragon-Bow). You choose



which of the islands you wish to sail to from a map of Mer. You're then ready to sail once a creature called Niddler offers a description of each location!

The graphics are nothing special, but they do work well and all the animated characters appear fairly large on-screen. Your character has several destroy tactics to combat the enemies, who range from bats to sword-fighting skeletons. Life-refilling 'pick-ups,' such as food and hearts can be found lying around each level.

You'll discover that when you walk into certain characters, a communication screen will appear, enabling you to talk to them. Some characters will trade information for gold, or offer hints on getting through the level, and others will open up doors.

The Pirates of Dark Water is a well-packaged game, not too difficult for its targeted younger players, who I'm sure will discover that it's worth its weight in gold.

FAST-FACTS

PUBLISHER	PRICE
SUNSOFT	£34.99
GRAPHICS	
79	
SOUND	
76	
PLAYABILITY	
86	
RAVES	GRAVES
Enjoyable and challenging for young players	Unoriginal
OVERALL	
83%	

ROCK & ROLL RACING



game type: RACING
1-2 PLAYERS

Mega Drive

urge you not to judge this as just another racing game as *Rock & Roll Racing* is really excellent. Originally released on the SNES, this new Mega Drive version features more tracks to get you moving in all the right places!

Rock & Roll Racing is a fast and furious racing/shoot 'em-up that takes place across six planets or into the galaxy. Each one contains strategically laid out tracks and ramps, plus handy pick-ups such as money and armour to prevent your destruction.

You're given the sum of \$20,000 dollars to play with, but you're required to purchase a car from the two on offer before you're ready to 'rock 'n' roll'. The weapons are a most important aspect to the game, or rather the way you can blow the opposition into oblivion. Some would frown upon blowing up a friend in order to take the lead, but it's considered fair and legit in this mad-cap racer.

You get to hear some top soundtracks and digitised speech as you speed round the tracks. A US racing



announcer called Larry 'Supermouth' Mullman adds some brilliant commentary and blow-by-blow calls. Having a total of 37 challenging tracks, players get the chance to improve their car's equipment after each track, from buying an enhanced engine or a nitro, to buying extra weaponry.

Two divisions must be raced on each planet before proceeding to the next one. A certain number of points must be scored in each division. As the planets become harder, you'll need a better car if you're going to have any chance of beating the opposition. Thankfully, you do get this opportunity, but only if you've won enough cash.

Rock & Roll Racing causes an awesome amount of fun, especially when playing against a friend. It's certainly one of my favourite racing games of date.



FAST FAK

PUBLISHER/DEV	PRICE
INTERPLAY	\$4.99
GRAPHICS	
★★★★★	
SOUND	
★★★★★	
PLAYABILITY	
★★★★★	
RAVED GRAVES	
Bright Fun	
Rock & Roll Racing	
winning tournament	
OVERALL	81%

THE SMURFS



Mega Drive

game type: PLATFORM

1 PLAYER



Once upon a time in the mid 1920's, a tribe of beloved blue people were born and introduced to the world as The Smurfs. Each Smurf behaved true to its name, i.e., Brainy was intelligent and Greedy was gluttonous. Life as a Smurf had its problems, mainly due to a big ugly sorcerer called Gargamel and his cat who craved Smurf dinner. Fortunately, however, the Smurfs managed to oust Gargamel from their land.

In this new release from Infogrames, the story is that

Gargamel has Smurf-napped Jakey Brainsy Greedy and Smurfella (the only female in Smurf land - horror!) As controller you play the part of Helty Smurf whose aim is to search the entire country to rescue your friends and finally defeat Gargamel. Not an easy task, believe me.

Once you begin, the quality of the graphics will immediately hit you as they are bright and colourful and very well animated. Particularly striking are the four huge end-of-level bosses who take up most of the screen.

Played over 22 acts, The Smurfs is an above average platform game with plenty of variation to hold your interest. As you progress and free each of the four Smurfs, you get the chance to select which Smurf you want to be. Each Smurf is used to solve a particular problem - for example 'Jokey' should be selected to clear a certain section of a level, as he can throw exploding presents!

Surprises don't end there. The Smurfs also features many extra sections, including some 2D and 3D stages. The latter looks very impressive with its coming at you graphics. Although these kind of levels are becoming more commonplace in new games, steering a rail down a river or sledging down a mountain side still doesn't fail to impress.

The level of difficulty in The Smurfs is quite high, causing frustration if you fail to get past a certain section. Certainly there are areas where improvements would certainly have made a big difference. However, The Smurfs is certainly an exceptional platformer and overall is Smurftastic.



FAST-FACTS

PUBLISHER	PRICE
INFOGRAMS	£39.99
GRAPHICS	
★★★★★ 90%	
SOUND	
★★★★★ 90%	
PLAYABILITY	
★★★★★ 90%	
RAVES	GRAVES
 100%	 100%
OVERALL	87%

Shinobi

Power of the Elements

THE NEW SERIES OF THE SHINOBI
MANGA BY THE AUTHOR OF THE
SHINOBI MANGA

THE NEW SERIES OF THE SHINOBI
MANGA BY THE AUTHOR OF THE
SHINOBI MANGA

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THE NEW SERIES OF THE SHINOBI
MANGA BY THE AUTHOR OF THE
SHINOBI MANGA

DOOR OUT!



REIAA!

AAA!

THEY ARE ALL DEAD!
THEY ARE ALL DEAD!

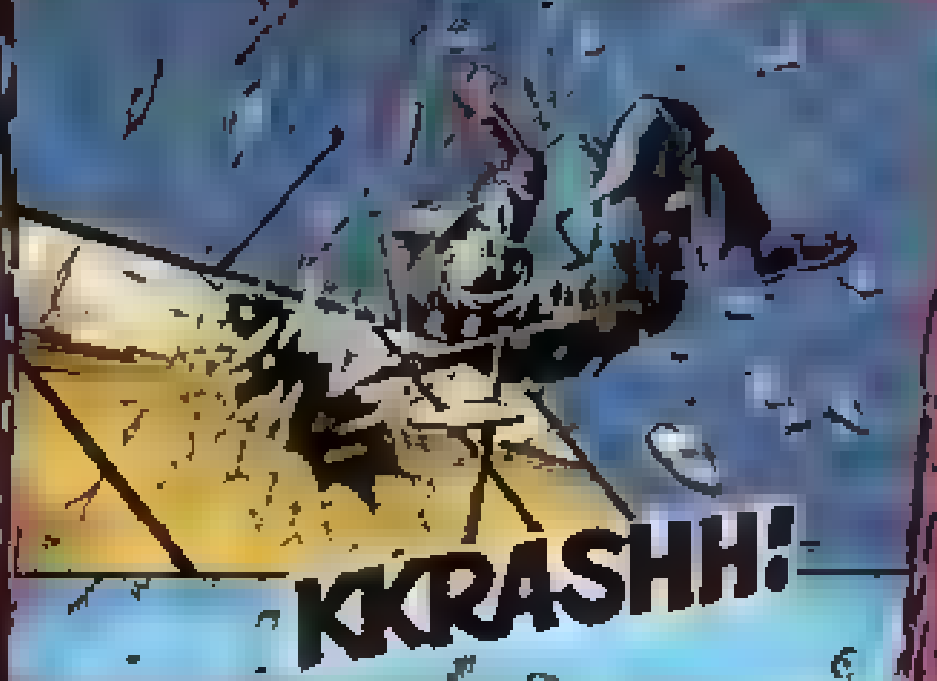
ALL ARE DEAD! ALL ARE DEAD!

RICK K!

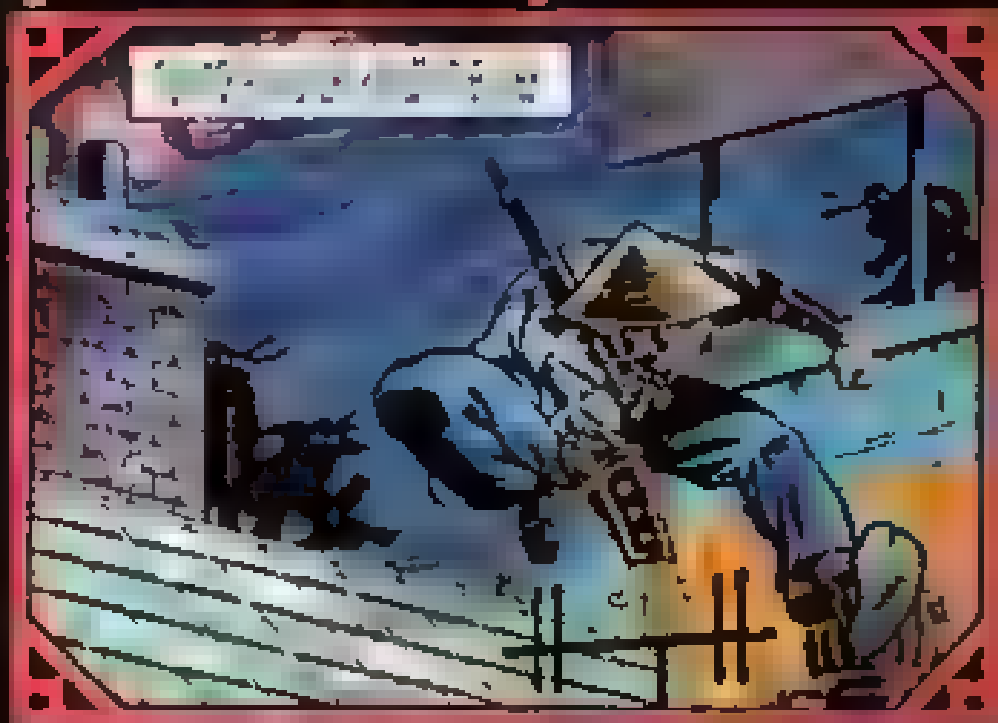
HE'S DYING!

STOP
BARHH!

They are
all dead!
They are
all dead!
They are
all dead!







NEWS Zone

Newsbulletin 41 November

NEPTUNE AND SATURN GO INTO ORBIT

Watch the skies Two new Sega consoles will soon be moving into view, taking game playing into a new dimension.

The first, still known only as Project Neptune, is the expected combination of the Mega Drive and Mega Drive 32X in one sleek-looking new box. No more sinister 'black mushroom' sticking out of the top of your Mega Drive!

Our pals at Sega are keeping quiet about the final name for the new unit (it's called the Genesis 32X System in the US). No exact release date yet either, but expect it around the Autumn along with the amazing new 32X version of *Virtua Fighter*. Price for the Neptune should be under £200 for the base unit, although special bundle packs may take a bit higher.

The Neptune will be able to run all current Mega



Slither: How much in the UK? With black and red light power

Drive carts as well as the expanding range of 32X games.

Running rings around the Neptune is Sega's much heralded new 'super system,' the Saturn (those *runes* and their little totes! - Megadroid, The Sega Saturn sports a nifty new black body for the UK market (as opposed to the grey case of the Japanese model) and should be hitting shops around the UK in September. Start saving those pennies now because it will cost around £400.

The Saturn will only run CD-ROM based software produced especially for it. The cartridge slot shown in the picture on this page is only for special RAM carts that can be used to save game moves, save a lot.

STC will be taking a closer look at Neptune and Saturn nearer their release dates. In the meantime, just keep watching those Sega stars!



Neptune: Mega Drive and 32X packed into one sleeker option, too

TRAILS PLAYS PICO

STARRING ROLE FOR MILES PROWER AT LIVE



Miles (Tails) Prower, pal of Sonic and Sega superstar is one of the first characters to appear on Pico, the first product from Sega's new toy division.

Tails & The Music Maker is one of five Storyware cartridges released with the Pico next month. In it, Tails teaches young children how to learn and have fun music through an interactive storybook.

Pico is a 16-bit computer designed especially for children between the ages of three to seven. It plugs into a normal TV set and



News



Storyware carts plug into the top of Pico. Each contains a 5-page storybook. When, as the pages are turned, changes the picture on the TV. With the aid of the drawing pad section of Pico and the attached magic pen, children can draw, animate and interact with their favourite characters in numerous ways. The pen can even be used on the storybook pages. Buttons on the Pico console can also be used to move characters and choose and cancel selections.

Another Storyware cartridge is *Ecco Jr & The Great Ocean Treasure Hunt*. A younger version of Ecco The Dolphin takes children on an interactive underwater adventure. Other characters appearing on Pico include Mickey Mouse and Winnie The Pooh.

Pico will be widely available from April with a retail price of £150. Storyware carts will cost £29.99 each.



GRAPHIC

Zone

He's back and he's proud! Tails has returned with a brand new story arc to help celebrate. STC has created the Graphic Zone to show incredible talent. We'll draw 13 new artists to create each original portrayal of Tails - you each receive an original STC badge.



Tails bored with his new cat friend

Alan Warren, Brian Shillingbourne, Robt Badge Winner

Tails goes his skate (board) on



Richard Olney, Sherwood, Nottingham, MS over Badge Winner.

Tails dressed to, dance!



Christopher Davis, Cleveland 32 02 n-ny- ha-Sen. Badge Winner

PLEASE
Please send in
name and address
Badges to me



Handwritten text in a red box, likely a signature or address.

Tails ZONERUNNER

THE BIG FREEZE PART 1



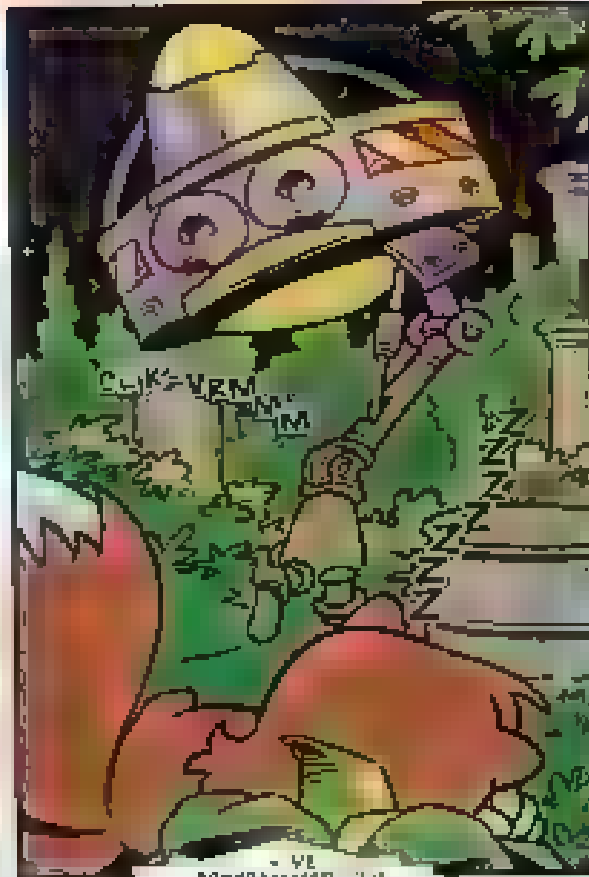
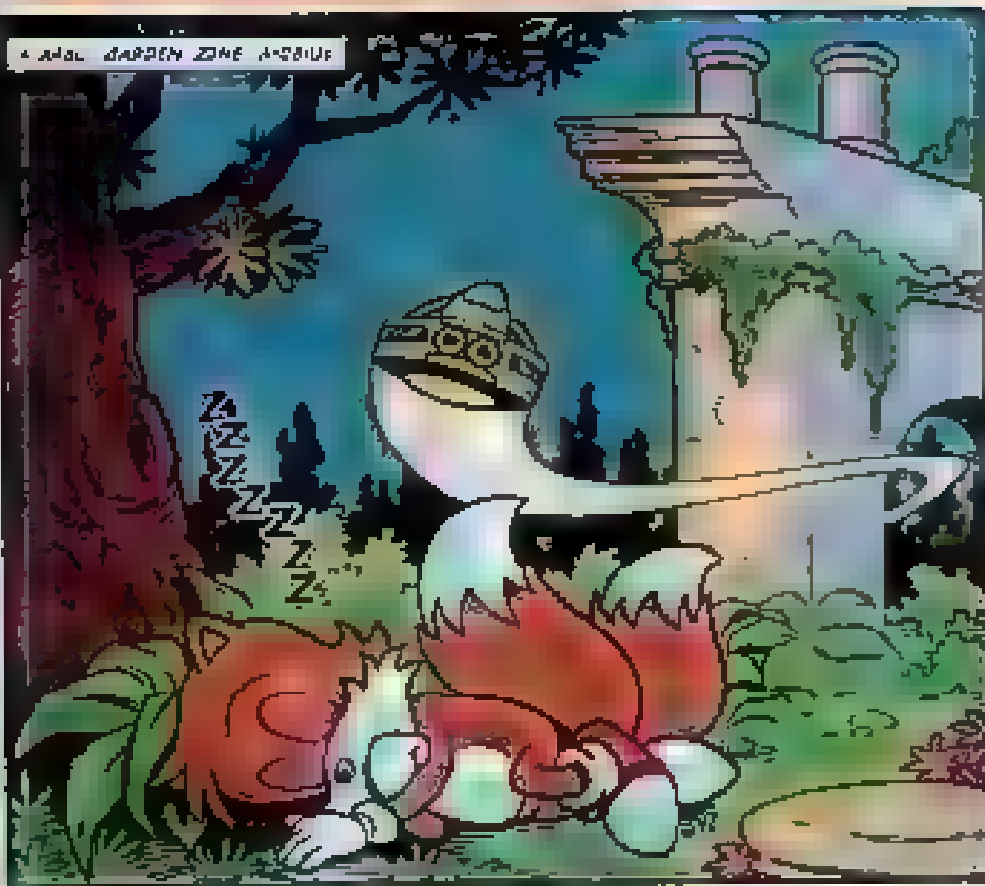
NEW STORY

BY **MARK EYLES**

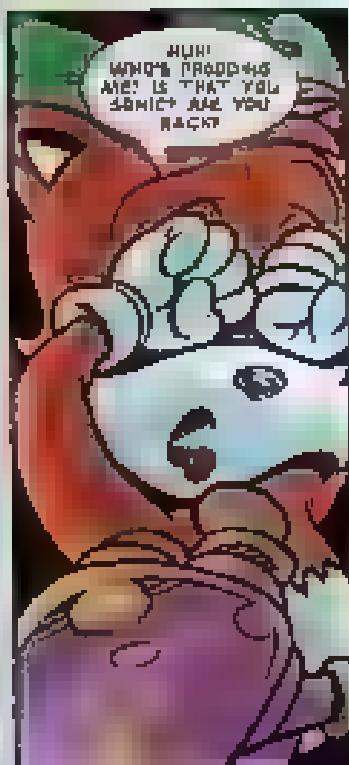
WITH **ROBERTO CORONA**
AND **DRIAN WILLAMSON**

LETTERING BY **STEVE POTTER**

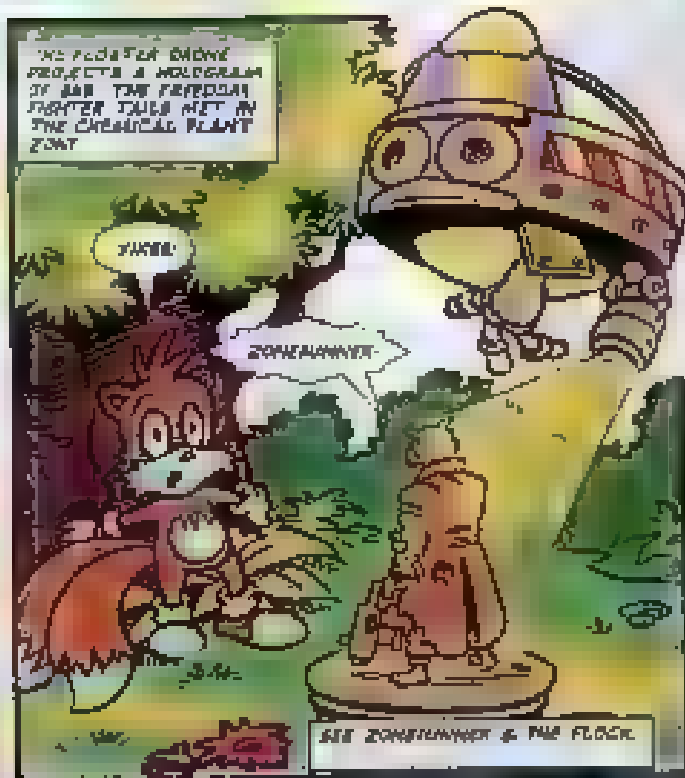
A NEW DANGER ZONE ADVENTURE



"I'VE PROGRAMMED THE FLOATER DRIVE TO COME AND GET YOU AS ZEN BOLT WANTS REVENGE FOR BEING IN DANGER DANGER THE FLOCK NEEDS YOU"



"HUH! WHO'S DRAPPING ME? IS THAT YOU SONIC? ARE YOU BACK?"



"THE FLOATER DRIVE PROJECTS A MESSAGE OF THE FREEDOM FIGHTER TAILS MET IN THE CHEMICAL PLANT ZONE"

"YACKE"

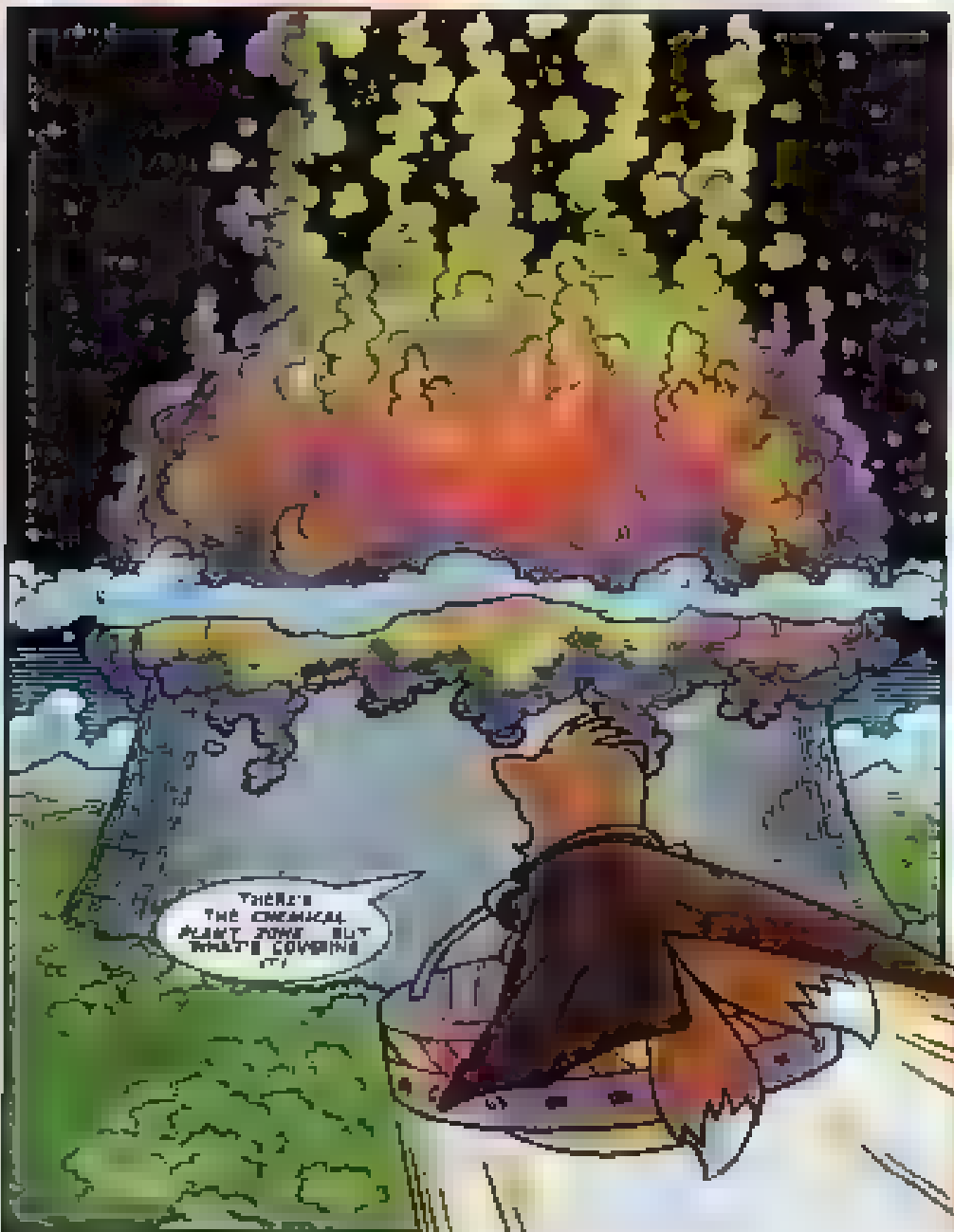
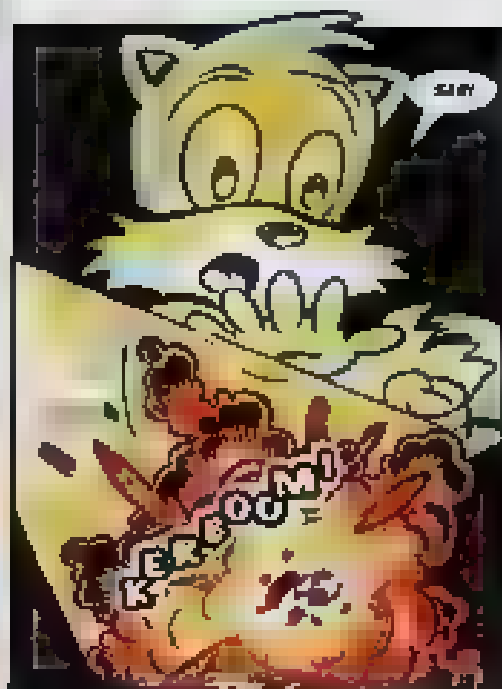
"ZONERUNNER"

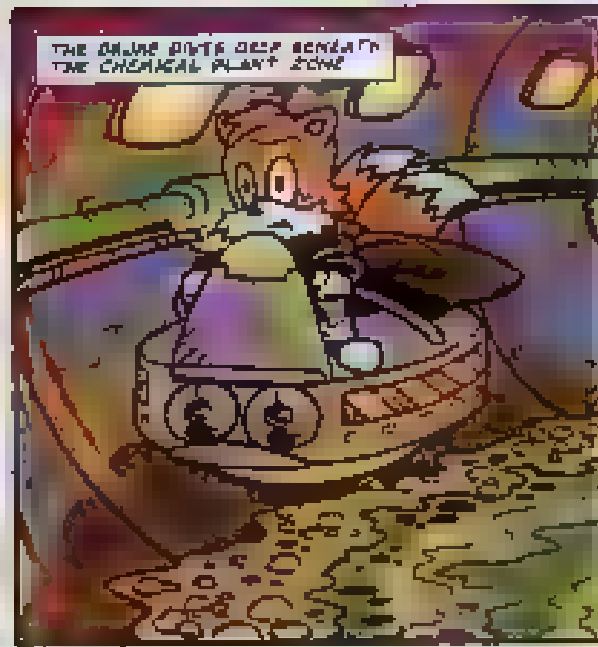
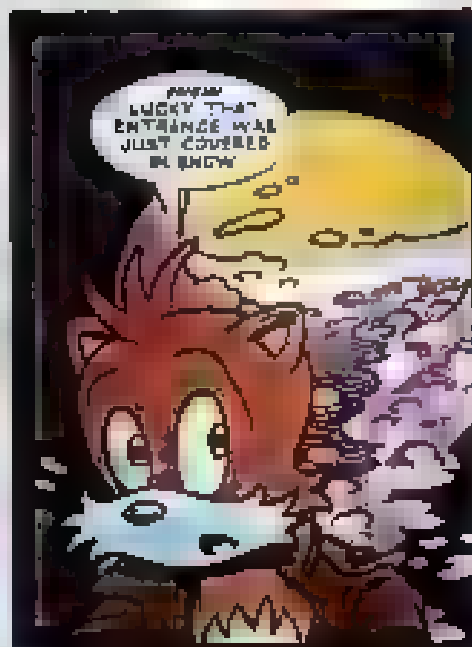
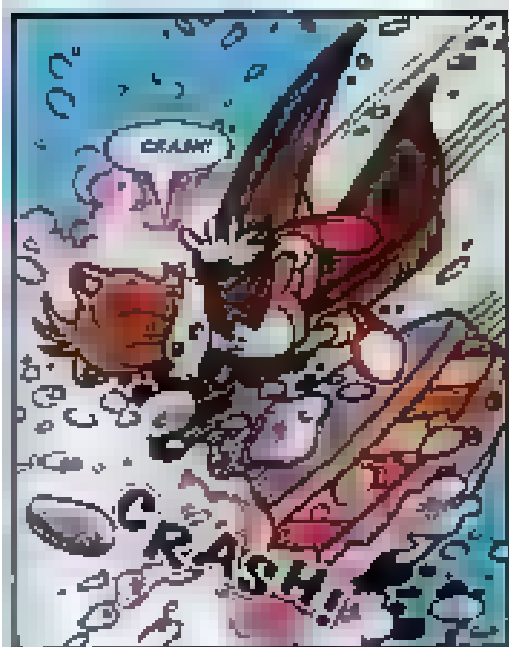
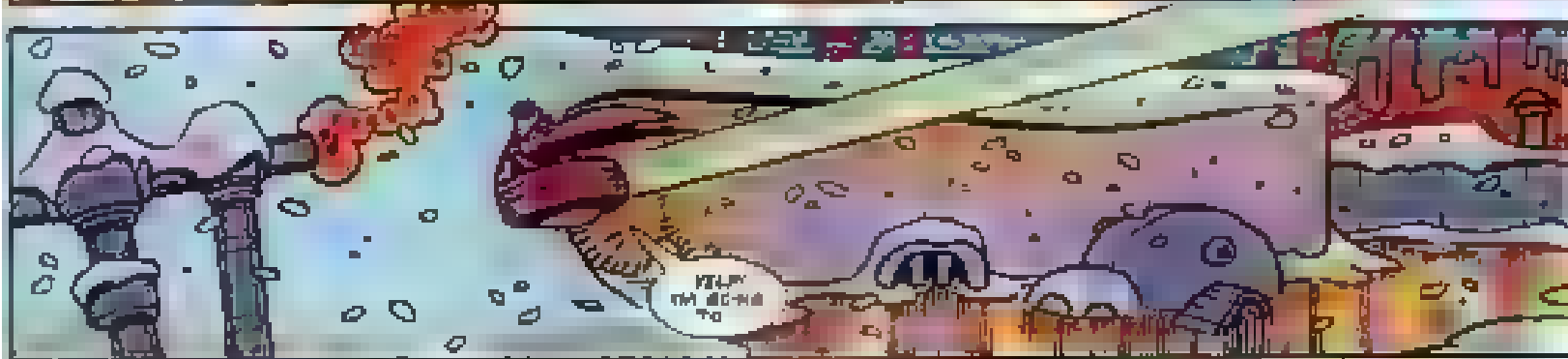
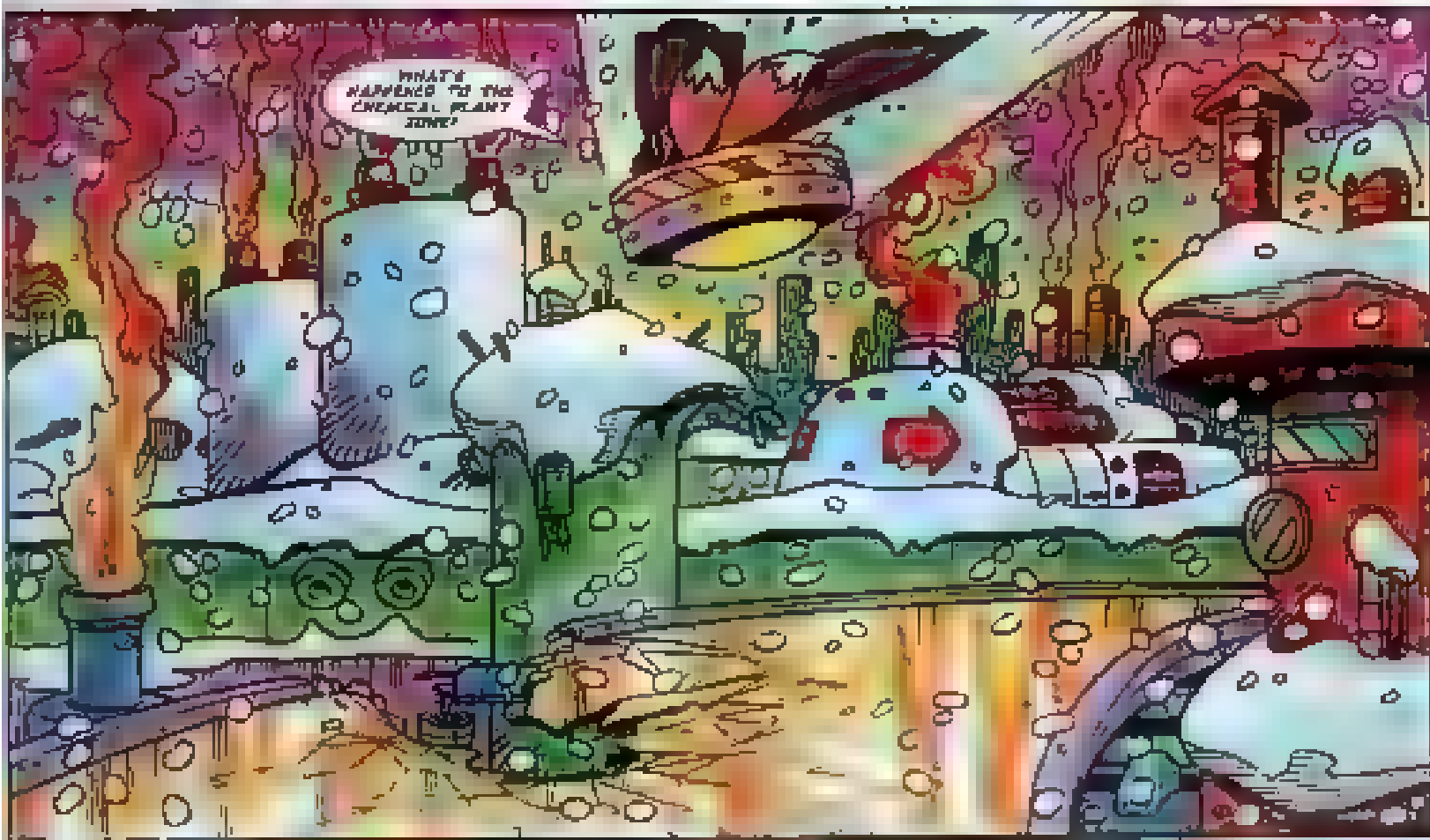
SEE ZONERUNNER & THE FLOCK

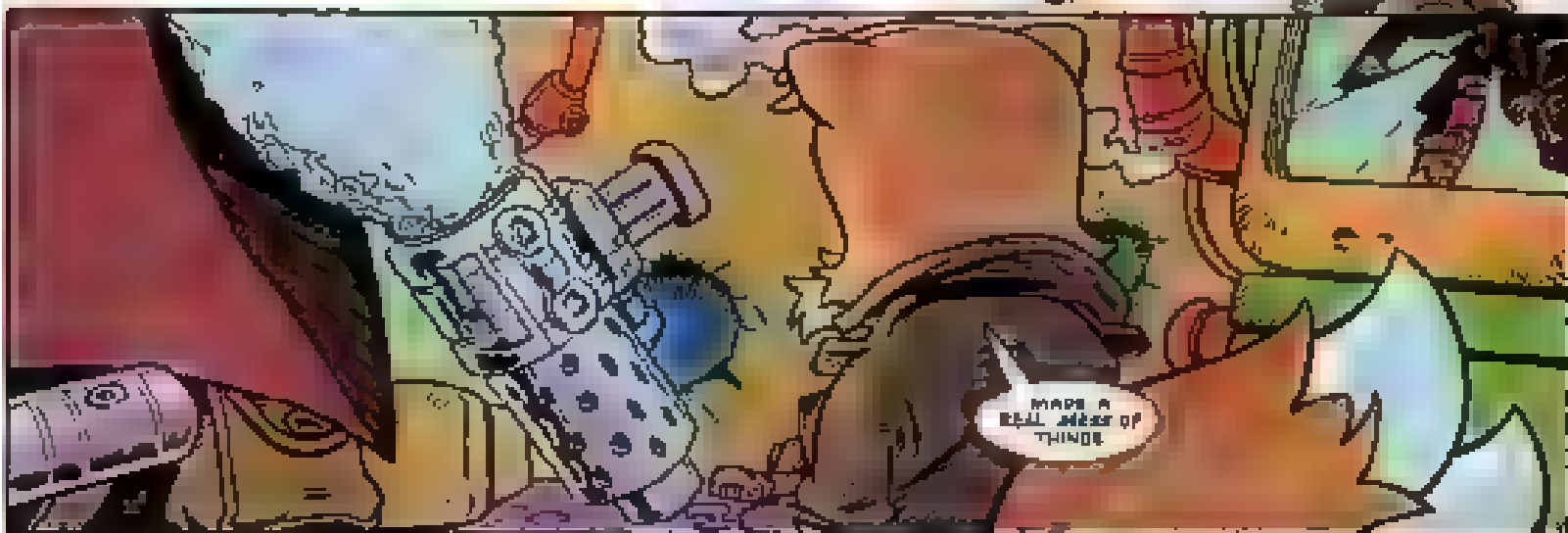
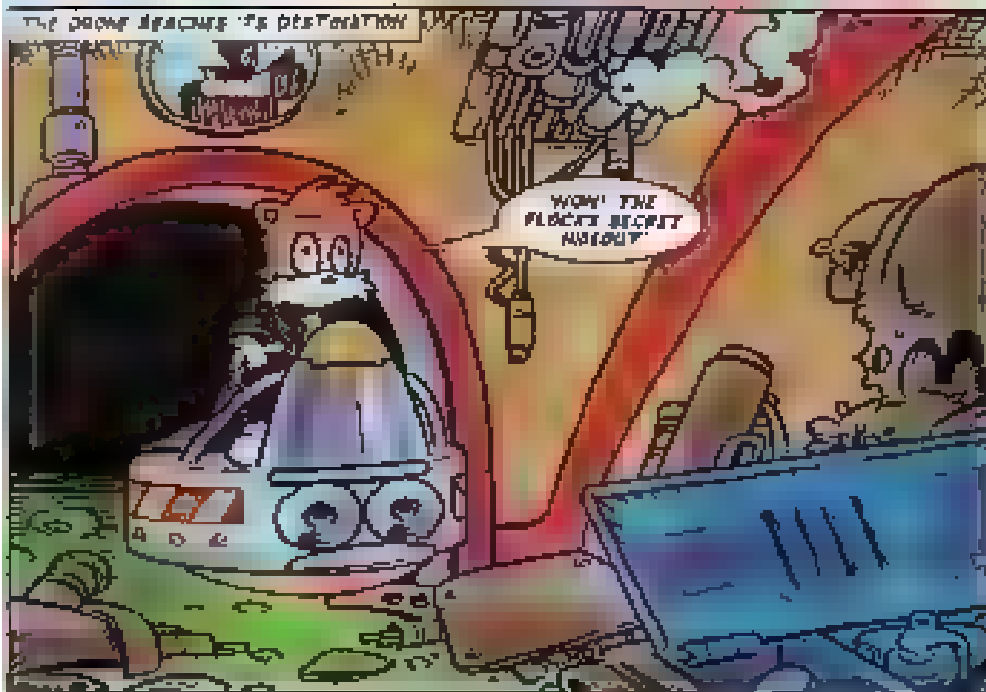


"THE ADULT TAILS DEFEATED"

"THE FLOCK IS A GANG OF FREEDOM FIGHTERS IN THE CHEMICAL PLANT ZONE"







Q Zone

Here's a select on of cheats, brought to you Boomers by STC's own whiz with-a-chip, David Gibbon. If you have a game query or question on how to help you complete your favourite game, drop a line to the Q Zone at the usual STC address.

Tips & Cheats

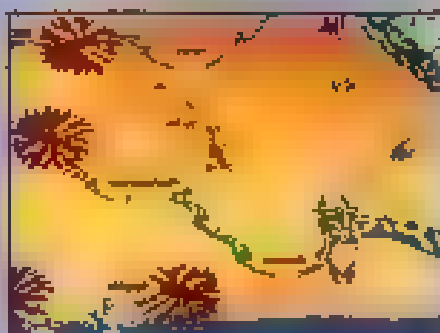
THE LION KING



Following on from STC's recent two part solution. Here's a cheat for all those Boomers who haven't managed to complete The Lion King. Not only does this cheat give you a level select option, but you

also get the chance to make yourself complete your narrative.

To activate the cheat from the menu screen, select Options. Go to the Sound Test and press Right, A, A then B on your joystick. Now press Start and both options will appear.



EARTHWORM JIM



Coming from Dave Perry, the mind behind such hits as Aladdin and Cool Spot, you'd expect this to be something special. In fact,

Earthworm Jim proved to be a brilliant platformer, it containing a stack of original ideas and humour. However, it's a tough game to crack but the Q Zone is here to help with a nifty level select cheat.

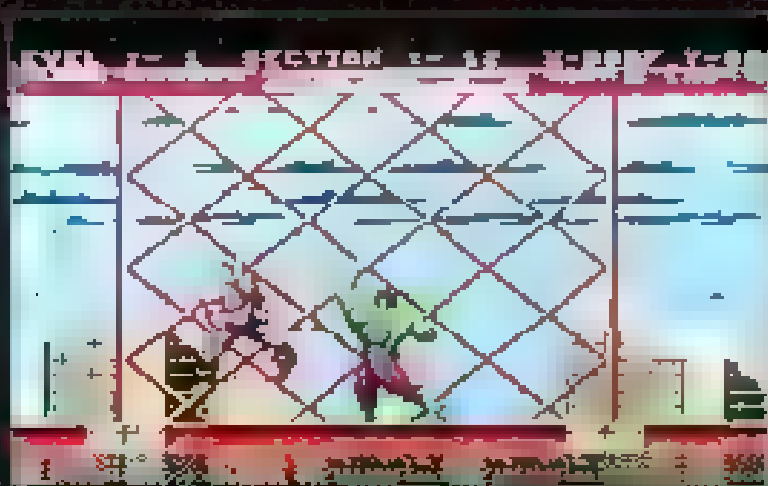
Start the game as normal, then press Start to pause. On your joystick, press A and Left, B, B, A, A and Right, B, B then A to get the cheat working.



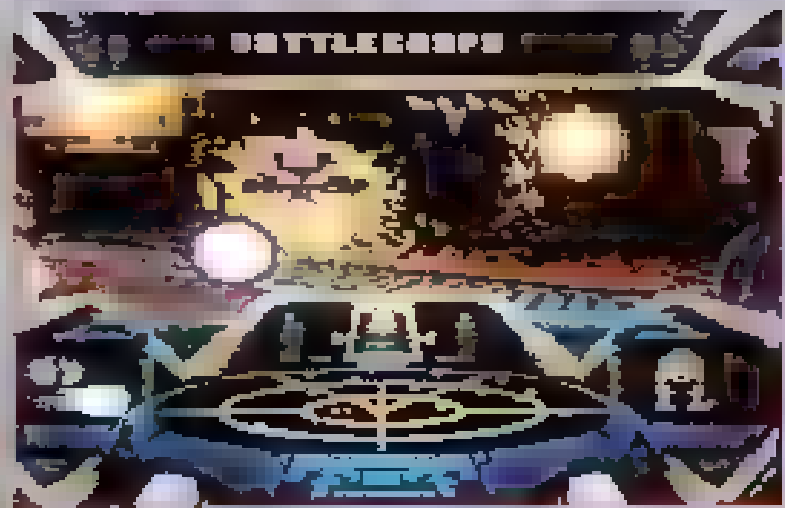
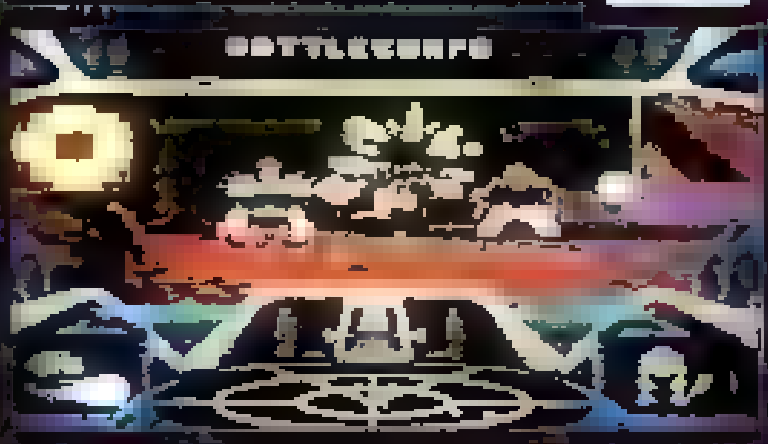
THE INCREDIBLE HULK



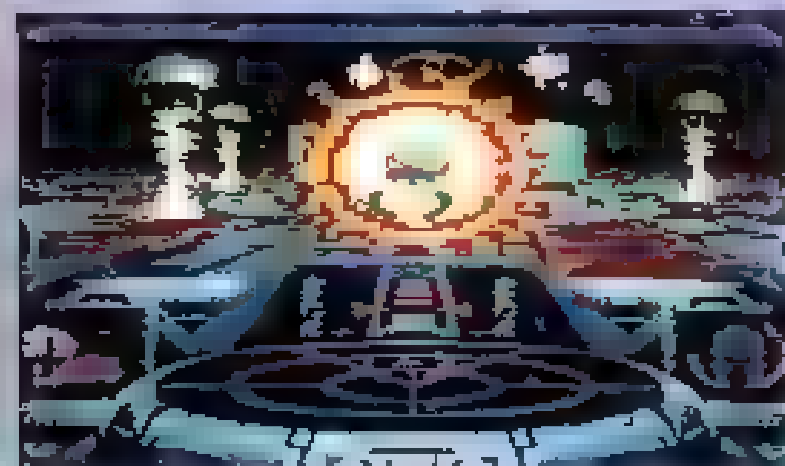
The Incredible Hulk was something of a phenomena in years gone by, long before a certain blue hedgehog came



on the screen. The Ball's specialty was turning green and rising his shirt into clouds when he got mad. If the game has been causing similar problems for you, then this level cheat sheet may well help cure you! Play the game as usual, then press pause. Now, press Up, Right, Down and Left. Unpause the game and lose all your lives. When you go back to start another game, you'll notice at the end of the intro screen, a black screen appears which features the level cheat sheet. Tipped



Core Design have been regarded as the savants of the Mega CD after they came up with the stunning *Thunderhawk*. *Battle Corps* was a follow-up to that, and features some truly excellent graphics. If you've been stuck for a while, then fear not as a very secret cheat is about to come your way. First go to the Practice Mode and press pause. Then enter B, A, B, A, Right, A, C, Up then Start. The screen will flash to indicate the sequence has worked, then a map should appear back on the character select screen. This map allows you to select any area you wish to play on.



Script & Art:
Derek Johnson
Lettering:
Alanna Felt

CAPTAIN Plunder

ONE
SKY PIRATES!



THINGS HAVE GONE A LITTLE AWRY
IN THE CAPTAIN PLUNDER'S PLAN TO
RESCUE HIS DELOVED CAPTAIN.

ALTHOUGH HIS MENAGE HAVE NOT
CLEAN AWAY WITH THE LOT, THEY
ACCIDENTALLY LEAVE BEHIND
THEIR DELOVED CAPTAIN.

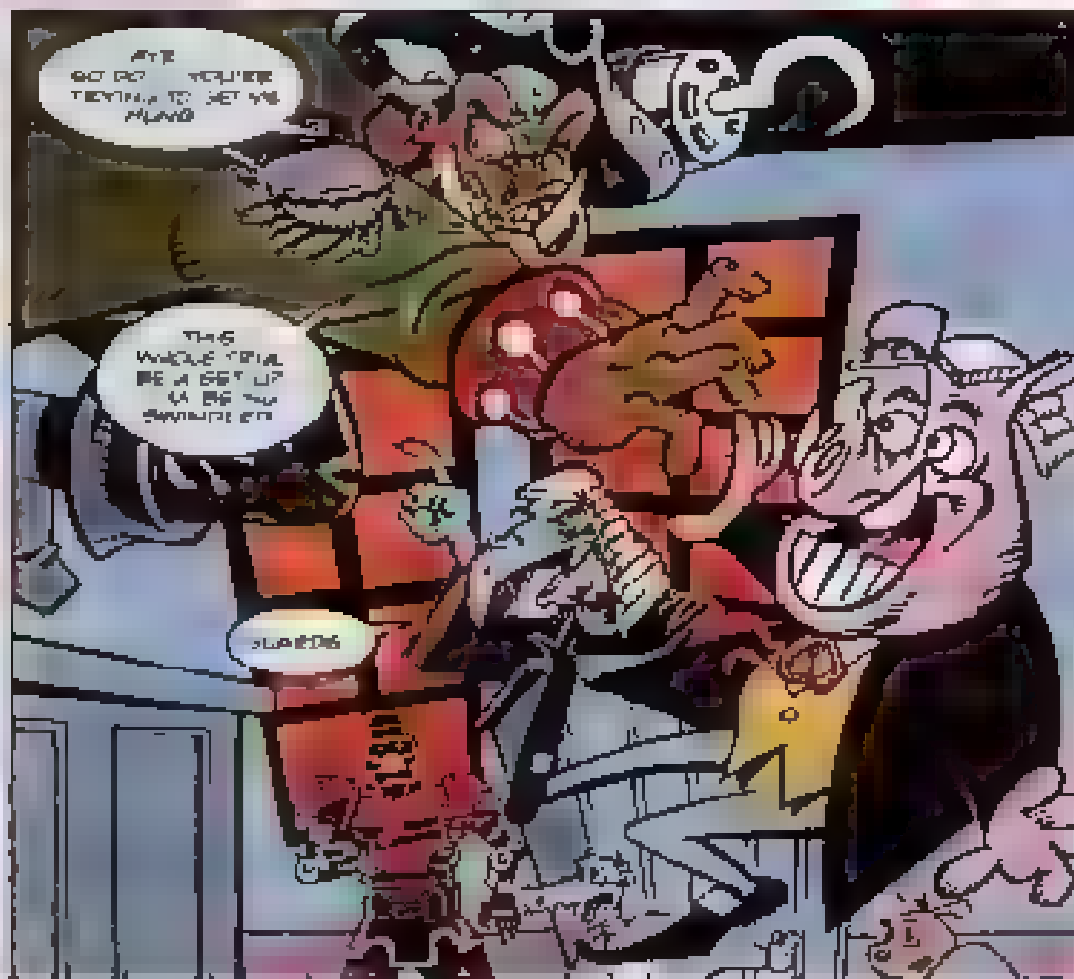
YOU'LL
NEVER TAKE
ME ALIVE. YOU
GROWN MEN.
BLOCKED

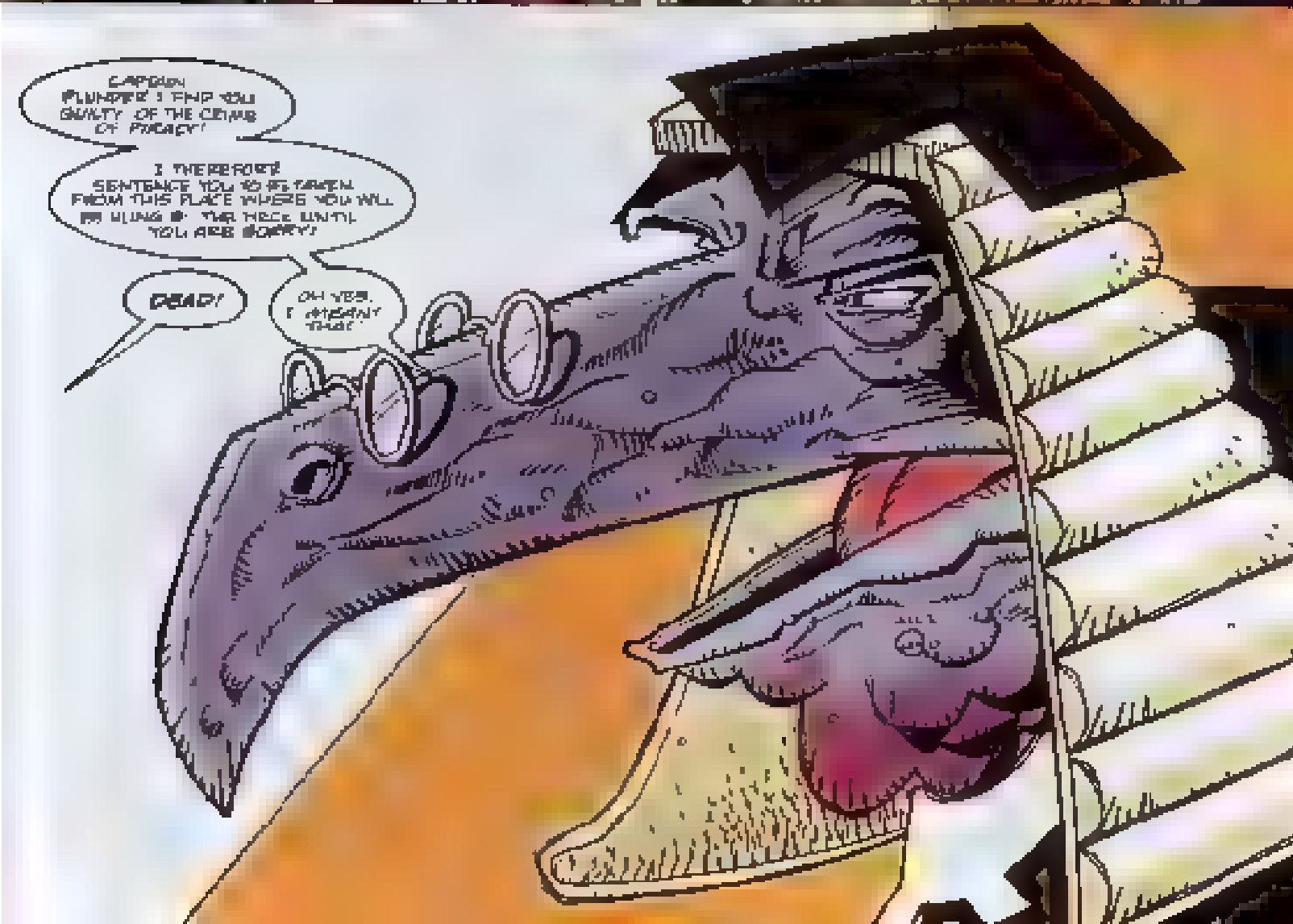
LET
I THINK WE'VE BEEN
ENOUGH

MEMBERS
OF THE JURY. I
END YOU ENLIGHTENED

HE
WAS JUST
LUCKY

FROM THE
G





CAPTAIN FLINDER
HAS BEEN EGGHEADS HERE FOR
JUST OVER A WEEK NOW AND HE'VE
JUST BEEN TOLD THAT HIS FINAL
APPEAL AGAINST HIS SENTENCE
HAS BEEN REFUSED.

AT LUXURIOUS
HIGHVIEW THE EMPHASIS IS
ON REHABILITATION RATHER
THAN PUNISHMENT. NONE OF
THE INMATES WERE HAVE
EVER RE-OFFENDED!

MURDER
'CAUSE THEY
POUNDED THEM
ALL!

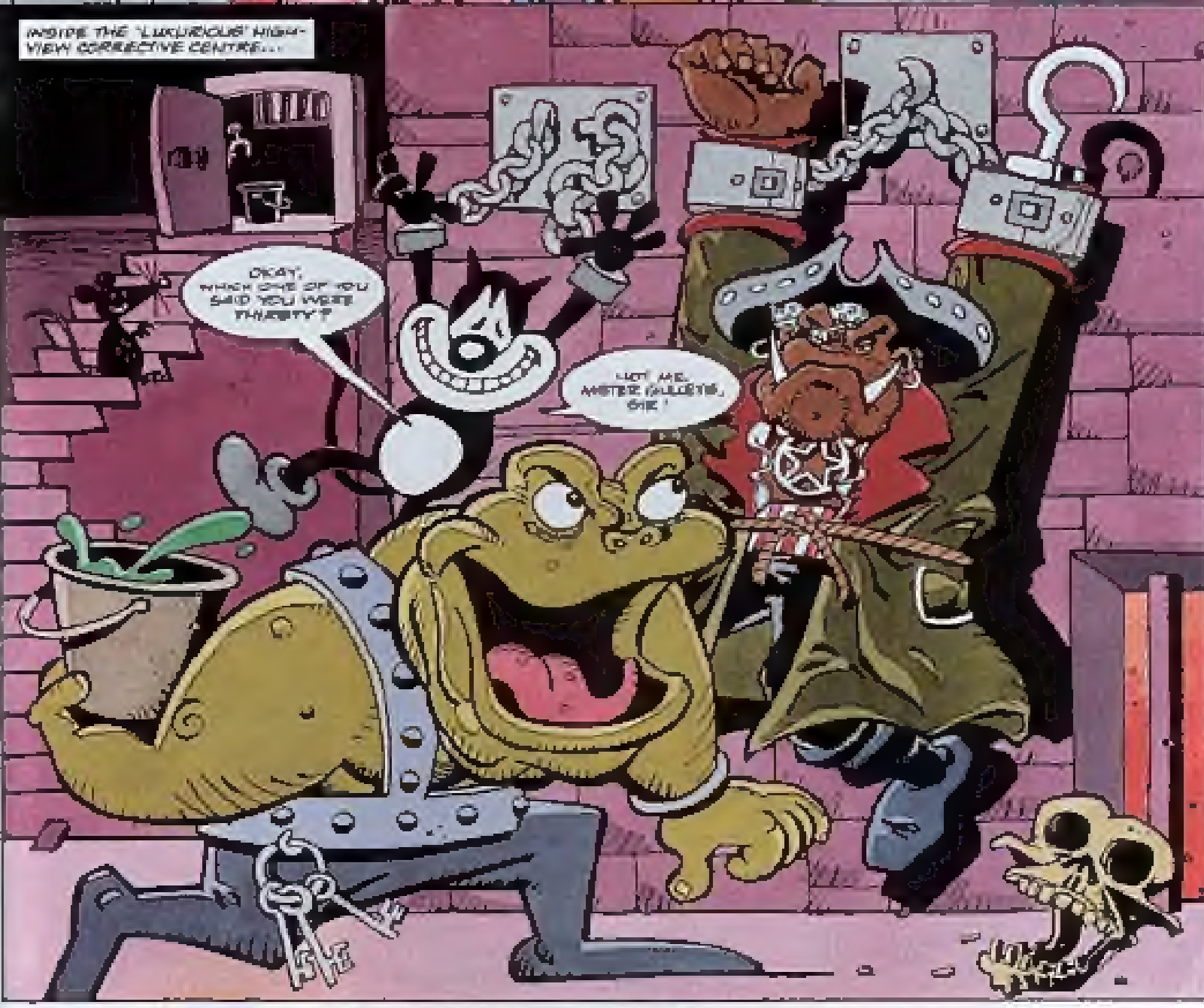
CUT!

THE
HIGHVIEW
CORRECTIVE
CENTRE

INSIDE THE "LUXURIOUS" HIGH-
VIEW CORRECTIVE CENTRE...

OKAY,
WHICH ONE OF YOU
SAID YOU WERE
THIRTY?

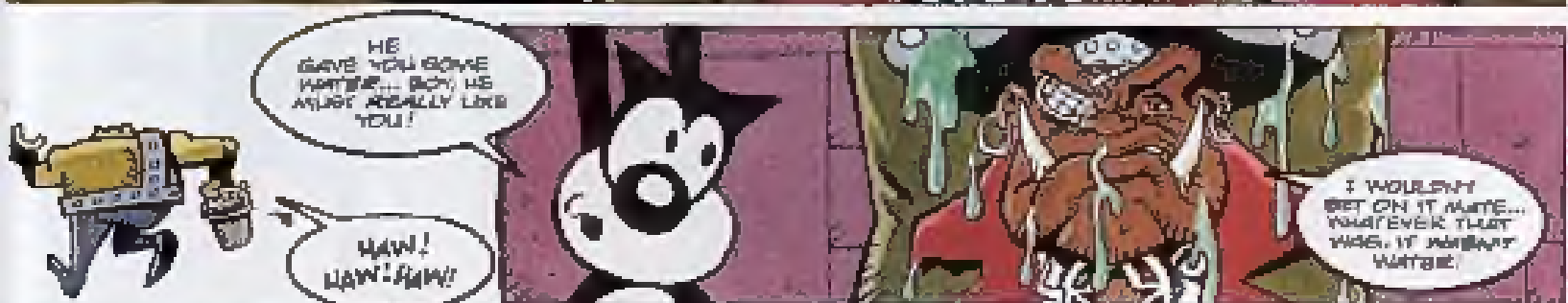
NOT ME,
MISTER GULCHER,
ONE!





SHOOOSH!

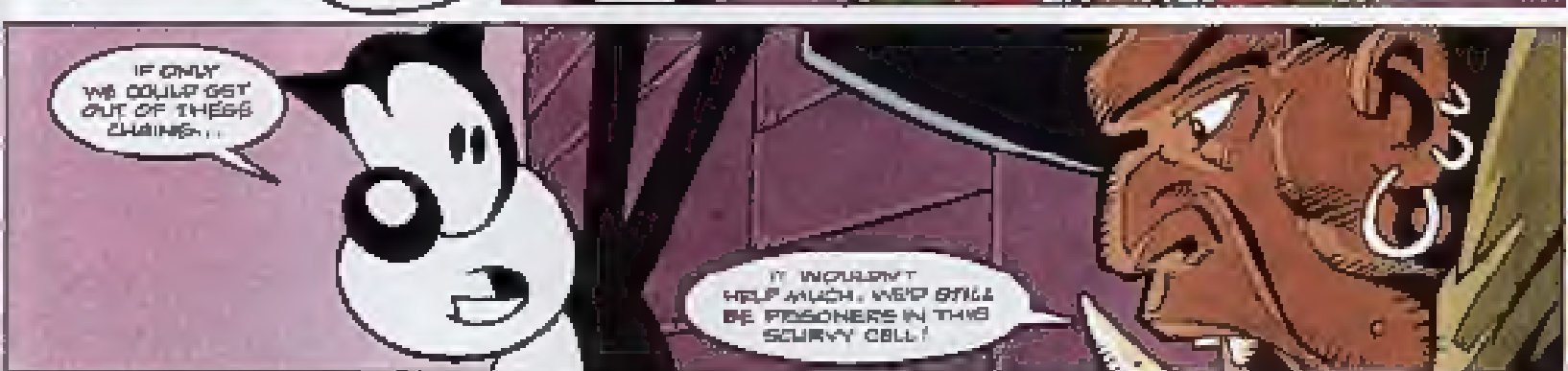
FEEL BETTER, CHUMP?



HE GAVE YOU SOME HATER... BOY, HE MUST REALLY LIKE YOU!

HAW!
HAW! HAW!

I WOULDN'T BET ON IT, MATE... WHATEVER THAT WAS, IT AIN'T HATER!



IF ONLY WE COULD GET OUT OF THESE CHAINS...

IT WOULDN'T HELP MUCH. WE'D STILL BE PRISONERS IN THIS SCURVY CELL!



OH THAT'S NO PROBLEM, I KNOW A SECRET WAY OUT OF THIS CELL!



WELL, WHY DIDN'T YOU SAY SO BEFORE, MATE? JUST GIVE ME A MIN', AH, THERE YE GO!

SPEEDLINES



Send off to Megadroid about anything you want to do with STC. Segs in the meaning of life as we know it.

Send your letters and drawings to: Speedlines, Sega The Comic, 28/31 Tinklers Place, London WC1R 9BB.

Write your name, address and Sega system you use (MD, MCD, MS or GG) clearly on your letter or drawing. They are printed on this page with a Segastation prize!

Megadroid regrets that drawings cannot be returned or correspondence entered into.



Sonic steals Captain Fladder's thunder!

Bary Davidson, Culham, Scotland. Sonic Water Fun Game Winner.

Could it be... yes, it's a Mighty Sonic Ranger!



Katy Knight, West Heath, W. Midlands. Sonic Water Fun Game Winner.

Prizes to be despatched within approximately 28 days of publication. If you haven't received your prize after that time, please contact the Tomy Game Line direct on the number listed below.

Gold Knuckle!

Dear STC,

Picture me on bended knees as I write ... please could you put more tattoos in STC, but this time including Knuckles?

Alex Medcalf, Redditch, Worcs. GG owner.

Sonic Water Fun Game Winner.



Get up now Alex. To help celebrate STC's 50th (Easter) issue, there'll be a set of gold and silver coloured tattoos, which will include Knuckles. In fact, there'll be even more terrific tattoos free with STC 51.

Out Of This Planet!

Dear STC,

When Sega release their new 32-bit CD console, the Saturn, will there be an adaptor available to enable Saturn's games to be played on Mega-CD, or could the Mega-CD be Saturn game compatible?

Thomas Gray, Ballast, N Ireland. MCD owner.

Sonic Water Fun Game Winner.



No, Tamo, Saturn games will only be compatible with the Saturn console. See the

News Zone for an update on the Saturn and the Neptune.

New Order!

Dear Megadroid,

I can't believe it! There are five newsgroups where I live, but not one of them sells STC. Could you please explain why as it's very frustrating.

Jamie Gatchellsky, Torquay, Devon. GG, MS & MD owner.

Sonic Water Fun Game Winner.



Even more reason to use the Reservation Coupon Jamie, which will be included in the next issue especially for you...

Get in Print + Win a Prize!

Win it! Every letter and drawing printed in this page with a Segastation prize! One of three fabulous Tomy Beak The Hedgehog Water Fun Games can be yours. Fill it with water and pump the handle to see if you can help Beak catch all the power rings. It's challenging. It's portable. It's fun and it's new!

The Beak Water Fun Game is just part of a range of magnificent Beak products from Tomy which can be bought at toy shops and department stores. If you have problems finding a stockist in your area please the Tomy Game Line on 0202 872787.



NEXT ISSUE...

GET YOUR HOOKS INTO ANOTHER EPISODE!

CAPTAIN PLUNDER!



PLUS

SONIC!

COUNTS DOWN TO DISASTER?

SHINOBI!

SHOWS HIS TRUE COLOURS!

TAILS!

SHAKES IN HIS BIG MAC?

STC 49 - YOU'D BE A FOOL TO MISS IT!

ON SALE SATURDAY, 1ST APRIL 1995

£1.15

DATA STRIP

FILL IN & SEND TO:
Sonic The Comic,
25/26 Tavistock Place,
London WC1H 9GU

WHO ARE YOU?

Tell us your name, age & address.

NAME.....

ADDRESS.....

.....

.....

.....AGE.....

HOT-SHOTS ONLY!

Enter your high score or
achievement here!

GAME.....

SCORE/ACHIEVEMENT.....

.....

.....

SYSTEM:- (please tick)

MD ☐ MS ☐ GG ☐ MCD ☐

GAME INTO STRIP

What SEGA game would you like to
see as a STC strip in the future?

I THINK.....

.....

would make a great comic
strip in STC

MEGA HITS THIS ISSUE!

List your three favourite stories
in this issue in order of
preference

1.....

2.....

3.....

HOW DO YOU RATE ISSUE 48

OF **STC?**

%